

FIG. 1

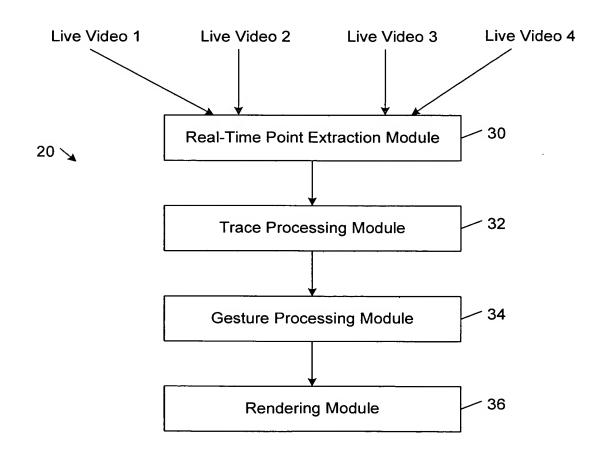


FIG. 2

Title: Systems And Methods Of Interfacing With A Machine

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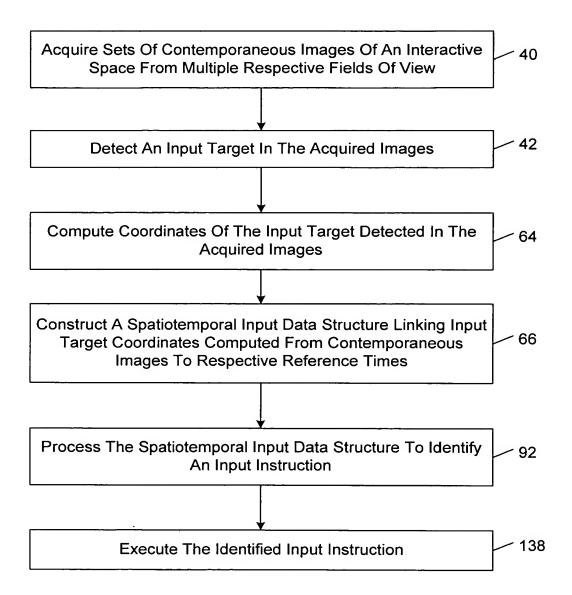


FIG. 3

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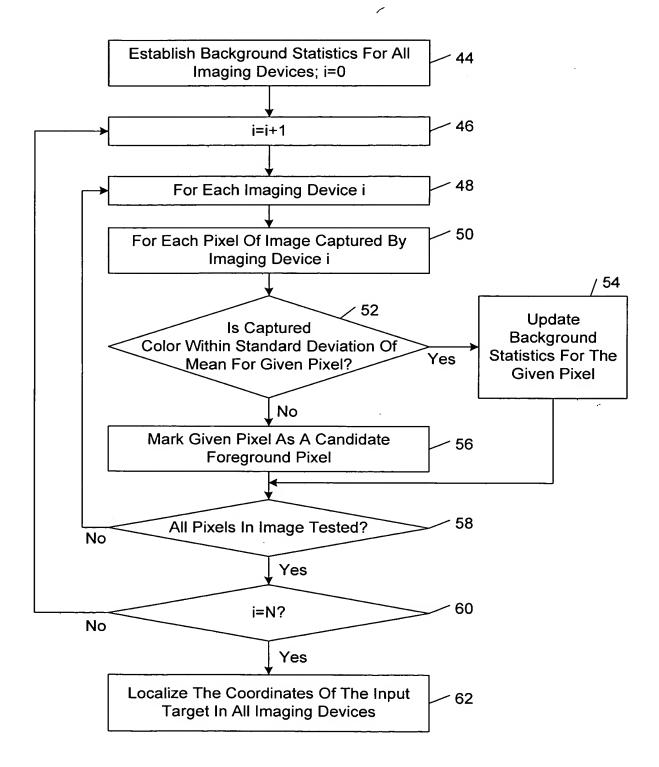


FIG. 4

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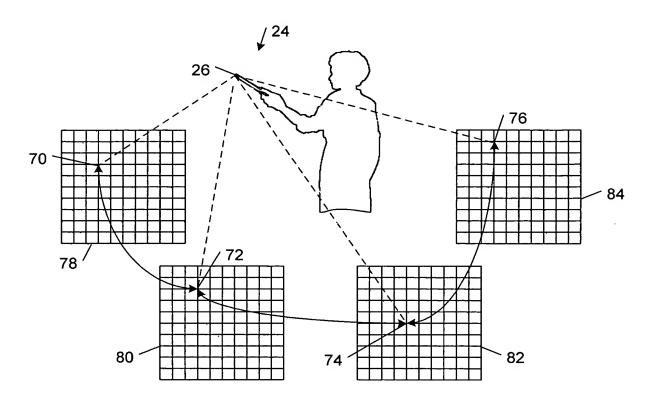
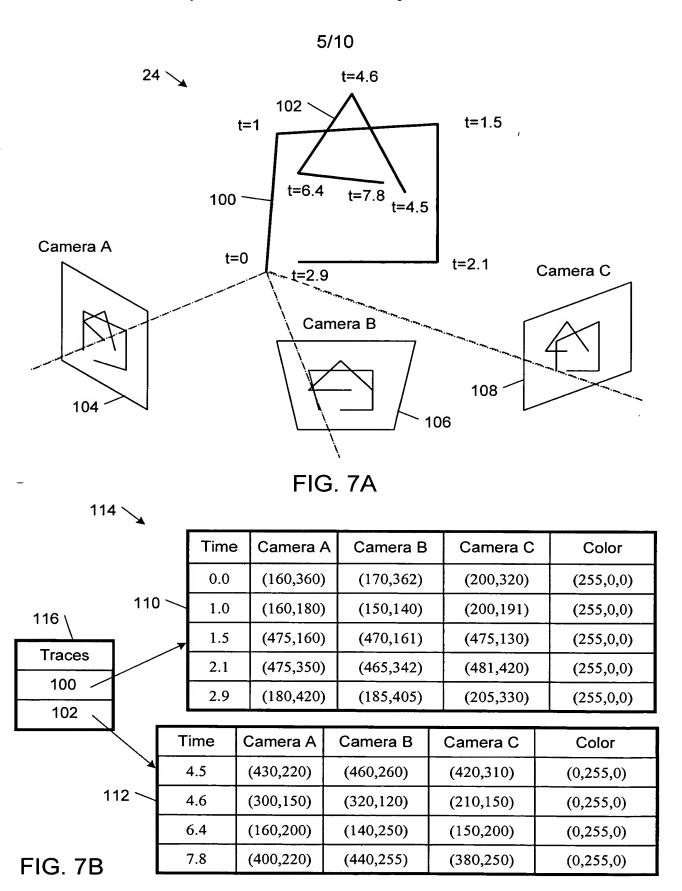


FIG. 5

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Time	Camera A	Camera B	 Camera N	3-D point (opt'l)	Color
t _{c1}	$(u_{a,c1},v_{a,c1})$	$(\mathbf{u}_{b,c1},\mathbf{v}_{b,c1})$	 $(\mathbf{u}_{\mathbf{k},\mathbf{c}1},\mathbf{v}_{\mathbf{N},\mathbf{c}1})$	(X_{c1},Y_{c1},Z_{c1})	(r_{c1}, g_{c1}, b_{c1})
t _{c1+1}	$(\mathbf{u}_{a,cl+l},\mathbf{v}_{a,cl+l})$	$(\mathbf{u}_{b,c1+1},\!\mathbf{v}_{b,c1+1})$	 $(u_{k,c1+1},v_{N,c1+1})$	$(X_{c1+1}, Y_{c1+1}, Z_{c1+1})$	$(r_{c1+1},g_{c1+1},b_{c1+1})$
		•••	 •••		•••
t _{cl+pl}	$(u_{a,cl+pl},v_{a,cl+pl})$	$(u_{b,cl+pl},v_{b,cl+pl})$	 $(u_{k,c1+p1},v_{N,c1+p1})$	$(X_{c1+p1}, Y_{c1+p1}, Z_{c1+p1})$	$(r_{c1+p1},g_{c1+p1},b_{c1+p1})$

FIG. 6



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Scene

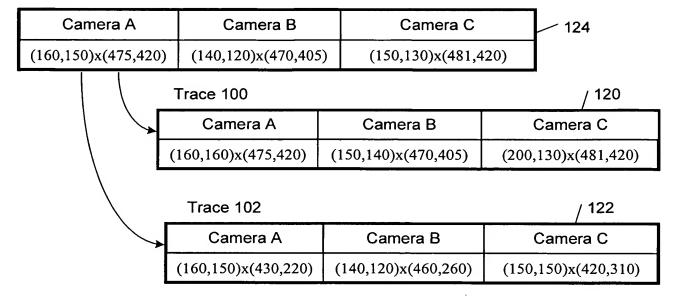


FIG. 8

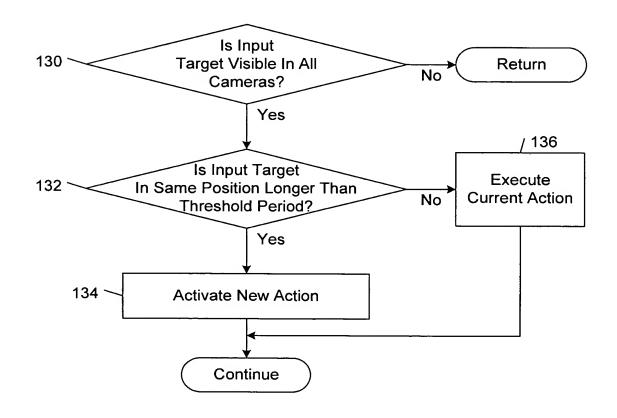


FIG. 9

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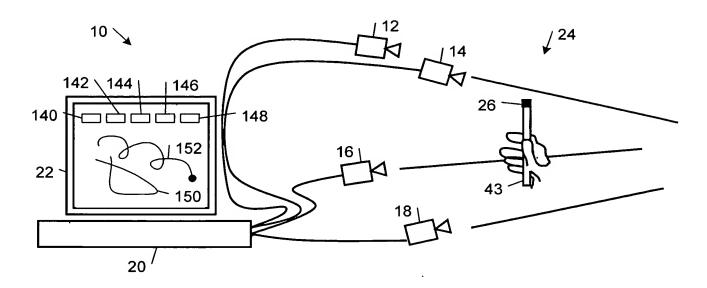


FIG. 10A

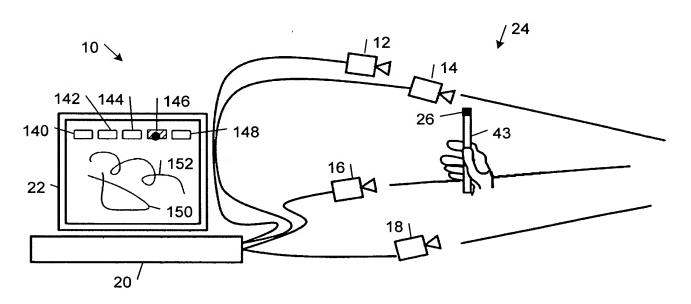


FIG. 10B

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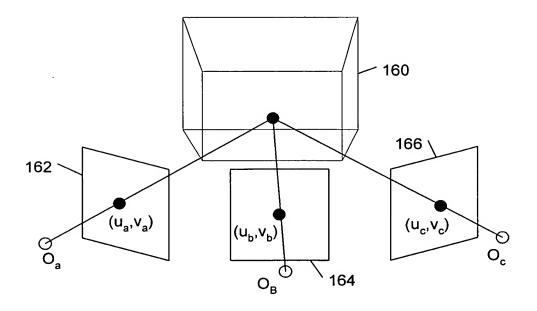


FIG. 11

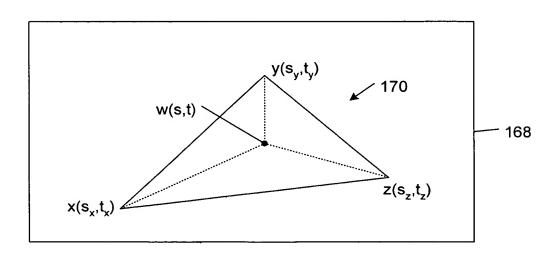


FIG. 12

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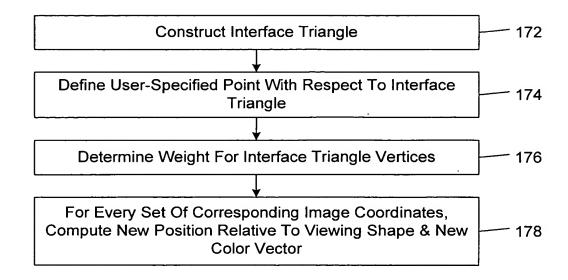


FIG. 13

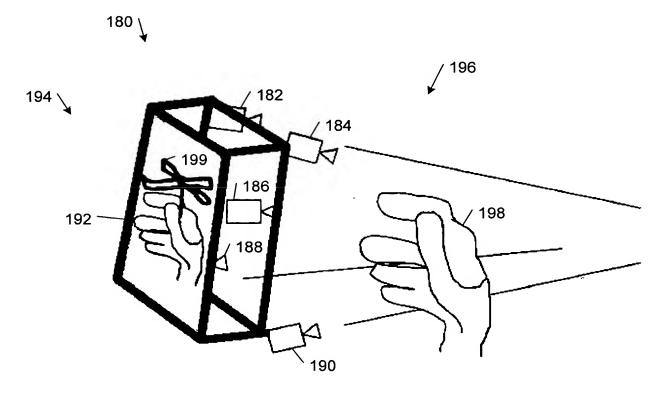


FIG. 14

